simply define any area on the display using an input device with the result that the window automatically gets scaled full screen. This offers the flexibility of not limiting the user to determine a scale factor, but to instead define the area that they are interested in working on and having it zoomed full screen to the desired display and resolution. Once the frame has been defined, the frame can be moved relative to the movement of an input device if a panning feature is enabled.

page 3, line 15

A method of controlling a display controller system to provide a display surface zoom, said display controller system having a main surface memory and at least one zoom display device, the method comprising the steps of:

receiving user input defining coordinates of a fixed position frame portion within said main surface memory;

determining a resolution of said at least one zoom display device and adjusting an aspect ratio of said portion defined by said user input to correspond to said resolution;

programming said display controller system to implement said display surface zoom;

scaling said portion of said main surface memory in said display controller system;

converting said scaled portion of said main surface memory into a display signal in said display controller system; and

outputting said display signal from said display controller system to said at least one zoom display device.

page 11, line 12

Alternatively to using the 3D drawing engine 60, the backend scaler 14 of CRTC2 12 can also be used to scale the zoomed window (see Figure 8). The CRTC2 12 is set to read from the location where the zoom window is located and the scaler

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